SHARP

ELECTRONIC ORGANIZER
MODEL
EL-6800
OPERATION MANUAL

Part Names

① Power ON/OFF key
② Cursor keys
③ Search keys
④ RESET switch
⑤ Mode keys

The following notations are used for key operations.

- U → CM : Clear memory (in Calculator mode)
- U → U : Letter "U"
- V → SHIFT ♪ : Turn the touch tone on and off
- V → V : Letter "V"

- Yellow colored functions are operated by pressing SHIFT ("SHIFT" is turned on) and the appropriate keys.
- In this manual, only the display symbols necessary for explanation of this product are shown.

Using the Organizer for the First Time

Be sure to perform the following operations before using the Organizer for the first time.
1. Remove the isolating film that is affixed to the battery holder on the back of the unit.
2. Press the RESET switch with a ball-point pen or similar object.
   "RESET?" is displayed.
3. Press SHIFT ENTER to initialize the Organizer.
   After "RESET!" is displayed, Home clock is displayed. (See "Clock Mode".) You have deleted all the memory contents now.

NOTES
- If the Organizer is subjected to strong, extraneous electrical noises or shocks during use, an abnormal condition may occur in which no keys (including ON) will respond. Press the RESET switch and press SHIFT ENTER to delete all the memory contents.
- To minimize battery consumption, the Organizer is designed to automatically turn off when no key has been pressed for approximately 7 minutes.
- The key touch tone is turned on and off by pressing SHIFT ♪. When the tone is turned on, "♪" is turned on.

Changing the Guidance Language

Guidance messages can be displayed in 7 languages – English, Dutch, Portuguese, Italian, German, French, and Spanish. After initializing the Organizer, the default setting is English.

To change the language, press SHIFT LANGUAGE followed by PREV or NEXT to select the desired language, then press ENTER.

Entering Characters

- Alphanumeric letters, symbols, and "+ − × ÷ ." can be entered into the dot display area (the 1st line).
- Numbers and some characters (only space, −, and F and P in Telephone mode) can be entered into the number display area (the 2nd and the 3rd lines).
- Basically letters are entered in capital letters ("CAPS" is turned on). To enter small letters, press CAPS to turn "CAPS" off.

Entering symbols and letters with an accent mark
- To enter a symbol, press SMBL repeatedly until the desired symbol appears:
  @#$£¥€ ( ) ~': /\ _&<>ß!?¡¿
- To enter a letter with an accent mark, press SHIFT SHIFT to turn "SHIFT LOCK" on, and press the appropriate key repeatedly. (Refer to the "QUICK REFERENCE GUIDE" inside the cover.)
- To turn "SHIFT LOCK" off, press SHIFT again.

Making corrections
Move the cursor to the character to be corrected. Enter the correct character to replace the previous one.

Cursor
The cursor (_) indicates the position for entering a character. Move the cursor with the cursor keys (► ◄ ▲ ▼).

Inserting characters
Each time INS is pressed, a space is inserted at the cursor position to allow you to enter a character.

Deleting characters
Press DEL to delete the character at the cursor position.
Press C•CE to clear all the characters that you have entered and not stored yet.

Clock Mode

Home clock

Home city (with "✱")   Day of the week

Date
Time

Each time you press CLOCK, the clock switches between Home and World clocks. (For World clock, "✱" is not displayed.)

1. Before setting the clock
- The default setting for the date is "YYYY/MM/DD" (year-month-day). To change the setting to "MM/DD/YYYY" (month-day-year) or "DD/MM/YYYY" (day-month-year):
  1. Press CLOCK once or twice to display Home clock (with "✱").
  2. Press SHIFT SET DATE TYPE.
  3. Press PREV or NEXT to select the desired type.
  4. Press ENTER to store the new setting.
- To change the 12-hour clock to the 24-hour clock, press 12◄►24 ("A" or "P" is cleared). Each time you press 12◄►24, the clock switches.
- In the period of daylight saving time/summer time, press DST in advance ("#" is displayed).

2. Setting the clock
1. Press CLOCK once or twice to display Home clock (with "✱").
2. Press SHIFT SET to start setting. The cursor starts to flash on the city name.
3. Press PREV or NEXT to select the desired time zone. (Refer to the list of cities described below.)
   - Enter the city name, if needed (6 characters or under). Only one changed name for Home clock can be stored.
4. Press ▼ to move the cursor to the year.
5. Enter the year (4 digits), the month, and the day (2 digits each).
   - The built-in calendar extends from January 1st, 1901, to December 31st, 2098.
6. Press AM•PM to select "A" (morning) or "P" (afternoon) for the 12-hour clock.
7. Enter the time (hours and minutes).
   Note: P12-00: noon, A12-00: midnight
8. Press ENTER. The clock starts from "00" seconds.
Notes
- To enter a single-digit date or time, enter "0" and the digit (e.g. "02").
- If you enter an invalid date or time, "ERROR!" appears briefly. Enter the correct date and time and press ENTER.

Zone No.	Display	City
0	TNG	TONGA
1	WLG	WELLINGTON
2	NOU	NOUMEA
3	SYD	SYDNEY
3.3	ADL	ADELAIDE
4	TYO	TOKYO
5	HKG	HONG KONG
6	BKK	BANGKOK
6.3	RGN	YANGON
7	DAC	DHAKA
7.3	DEL	NEW DELHI
8	KHI	KARACHI
8.3	KBL	KABUL
9	DXB	DUBAI
9.3	THR	TEHRAN

Zone No.	Display	City
10	MOW	MOSCOW
11	CAI	CAIRO
12	PAR	PARIS
13	LON	LONDON
14	AZO	AZORES ISLANDS
-2H		2hrs behind LON
16	RIO	RIO DE JANEIRO
17	CCS	CARACAS
18	NYC	NEW YORK
19	CHI	CHICAGO
20	DEN	DENVER
21	LAX	LOS ANGELES
22	ANC	ANCHORAGE
23	HNL	HONOLULU
24	MID	MIDWAY

3. Using World clock
1. Press CLOCK once or twice to display World clock (without "✱").
2. Press PREV or NEXT to select the desired city.

4. Changing the cities between Home and World clocks
You can change the home city for a city in another time zone without adjusting the stored correct time.
1. Press CLOCK once or twice to display World clock (without "✱").
2. Press PREV or NEXT and select the desired city to be set as the new home city.
3. Press SHIFT SET to change the cities between Home and World clocks.
   - The previous home city is now set as the world city (without "✱").
4. Press CLOCK to check the home city.
   - The selected city in step 2 is set as the home city (with "✱").
5. Press CLOCK to recheck the world city, and press PREV or NEXT to select the new world city, if needed.

5. Setting daylight saving time (DST: summer time)
1. Press CLOCK once or twice to display Home or World clock.
2. Press DST.
   "#" is displayed. The time is set 1 hour ahead. To clear DST, press DST to clear "#". The time is set 1 hour behind.
Notes
- DST can be set independently in either Home or World clock.
- When DST is set for one world city, it is used for all cities displayed in World clock.

6. Setting alarms

The Organizer has 3 kinds of alarm:
1. Daily alarm .... beeps every day at the alarm time (for 1 minute), when "((•))" is turned on.
2. Hourly alarm ...... beeps every hour when minutes reach "00", when "▽" is turned on.
3. Schedule alarm .. beeps at the time for all the schedule entries (for 1 minute), when "▤)" is turned on. (Refer to "Schedule Mode".)
Press any key to stop the alarm beeping.

Setting/Changing the daily alarm time
1. Press CLOCK once or twice to display Home clock (with "✱").
2. Press ALARM to display the daily alarm screen. (The display differs between the 12-hour and 24-hour clock.)

3. Press SHIFT SET.
4. Enter the time.
5. Press ENTER.
   - The daily alarm time is set.

Turning the alarms on and off
An alarm sounds only when the respective symbol (((•)), ▽, or ▤)) is turned on. Display Home clock (press CLOCK once or twice) and press ALARM to display the daily alarm screen.
Each time you press ALARM while the daily alarm screen is displayed, the combination of symbols switches.
Note
- Alarms sound even when the Organizer is turned off.

Telephone Mode

Telephone mode is composed of two files, TEL1 ("1" is turned on) and TEL2 ("2" is turned on). Use these files for convenience, e.g. business and private files.
A telephone entry consists of name, address, E-mail address, and number fields.

Storing telephone entries
1. Press TEL once or twice to display the Telephone mode screen (in this case, TEL1).

2. Enter the name, e.g. SMITH SPACE ROBERT, and press ENTER.
3. Enter the address, e.g. 18 SPACE EAST SPACE ROAD, and press ENTER.
4. Enter the E-mail address, e.g. SROB SMBL @ harpsec.com_ (to enter "@") SHARPSEC.COM, and press ENTER.
   - The E-mail address is automatically entered in small letters.

5. Enter the phone number, and then the fax number if needed, e.g. 012-3456-7890 ▼
   F SPACE SPACE SPACE 3456-7891, and press ENTER.

   - "STORED!" appears briefly, then the Telephone mode screen is displayed. The telephone entry is now stored.

Field	Number of characters	Allowable characters
The 1st line: Name, address, E-mail address	36 characters or under	Alphabetic letters, numbers, symbols, "+ − × ÷ .", space
The 2nd and the 3rd lines: Phone number		Numbers, space, −, F (Fax), P (Pager)

Notes
- The symbol "NAME", "ADDRESS", or "E-mail" is turned on while entering in each field.
- To skip entry of an address, E-mail address, or number, press ENTER when "ADDRESS?", "E-MAIL?", or "NUMBER?" is displayed. However, entering a person's name cannot be skipped.

Schedule Mode

Schedule mode is used for storing schedule details (36 characters or under), date and time (year, month, day, hour, and minute). In the 1st line the same characters are allowable as in Telephone mode.

1. Storing schedule entries
1. Press SCHEDULE to display the Schedule mode screen.

2. Enter the details and press ENTER.
3. Enter the date and time.
   - The types of date and time are the same as the types set for the clock.
   - To enter a single-digit date or time, enter "0" and the digit (e.g. "02").

4. Press ENTER to store in the memory.
Notes
- Schedules for the following dates can be stored: January 1901 to December 2098.
- If an attempt is made to store an entry without a date or time, or with an invalid date or time, "ERROR!" appears briefly. Enter the correct date and time and press ENTER.

2. Alarm for Schedule mode
When the schedule alarm ("▤)") is turned on, it is set for all the schedule entries. Beeping sounds for 1 minute when the time for a schedule entry is reached. Press any key to stop the alarm. The schedule alarm cannot be set for an individual entry.

Memo Mode

Notes or other pieces of information that are not appropriate for Telephone or Schedule mode can be entered for convenience.
In the 1st line the same characters are allowable as in Telephone mode. In the 2nd and the 3rd lines you can enter numbers, −, and space. (36 characters or under can be entered in each line.)

Storing memo entries
1. Press MEMO to display the Memo mode screen.

2. Enter the memo item and numbers. E.g. UNION SPACE BANK ENTER 01 ▼ 272-0011223

3. Press ENTER to store in the memory.

Notes for storing and recalling entries

- When the memory is full, "MEMORY FULL!" appears briefly, and the entry cannot be stored.
- When the symbol "►" or "◄" is turned on, more information exists. Press ► or ◄ to switch the display.

Checking details of entries in Telephone mode
- To display each field on the 1st line, follow the symbol "▼" or "▲" and press ▼ or ▲. (The symbol above the 1st line shows each field.)

- Pressing E-MAIL displays the E-mail address on the 1st line directly.
- Press and hold ► to start the auto scroll on the 1st line. Press ► again to stop or restart the scroll. Press C•CE to quit the auto scroll.

Recalling entries – Telephone, Schedule, Memo –

First press the desired mode key.
NEXT : Recalls entries in forward order
PREV : Recalls entries in reverse order

Sequential search
Press NEXT or PREV in each mode.

Direct search
- Enter the first characters (7 characters or under) of the person's name, schedule details, or memo item, and press NEXT or PREV. Then press NEXT or PREV to continue performing a direct search.

Sorting order
- Telephone and memo entries are stored by the first character of the person's name or memo item in the following order (case sensitive): space numbers (0 to 9) letters (A, a to Z, z) @ # $ £ ¥ € ( ) ~ ': / \ _ & <> ß ! ? ¡ ¿ − × ÷ .
  ÁÀÄÂÃÅ á à ä â ã å ÉÈËÊ é è ë ê Í Ì Î Ï Ç Ó Ò Ö Ô Õ ñ Ñ Ñ Ú Ù Ü Û Ş Ř Ý Ž Ž Ç
- Schedule entries are stored by date and time.
Note
- When there is no (further or relevant) entry to be recalled, "NOT FOUND!" appears briefly, and the display returns to the mode screen.

Editing or deleting entries – Telephone, Schedule, Memo –

Editing
1. Recall the entry to be edited.
2. Press EDIT. The cursor starts to flash.
   - In Telephone mode press ENTER several times to display each field (the address field and so on).
3. Press ►, ◄, ▲, or ▼ to move the cursor to the position to be edited.
4. Enter, insert, or delete characters (refer to "Entering Characters").
   - To cancel editing, press C•CE.

5. Press ENTER several times (until "STORED!" appears briefly) to finish editing and to store the entry.

Deleting
1. Recall the entry to be deleted.
2. Press DEL.
   - "DELETE?" is displayed.
   - To cancel the deletion operation, press C•CE.
3. Press ENTER to delete the entry.

Calculator Mode

The Organizer can calculate numbers of up to 10 digits. Press CALC/CONV several times to display the Calculator mode screen (Calculator → Currency conversion → Unit conversion → Calculator...).

Calculation

Be sure to press C•CE, C•CE, and CM to clear the display and memory before performing a calculation.

Note
• When ⊕, ⊖, ⊗, or ⊕ is pressed, the respective symbol, +, −, ×, or ÷ is displayed. (In the examples in this manual, these symbols are not described.)

If an error occurs
If the calculation result or the integer section in the numerical value in the memory exceeds 10 digits or if a number is divided by zero (0), an error occurs ("ERR" is displayed).

Calculation examples

Example	Operation	Display
(−24÷2)÷4=−5.5	C•CE ⊖ 24 ⊕ 2 ⊕ 4 ⊕	**−5.5**
34+57=91	34 ⊕ 57 ⊕	**91.**
45+57=102	45 ⊕	**102.**
	(The addend becomes a constant.)	
68×25=1700	68 ⊗ 25 ⊕	**1700.**
68×40=2720	40 ⊕	**2720.**
	(The multiplicand becomes a constant.)	
200×10%=20	200 ⊗ 10 %	**20.**
9÷36=25%	9 ⊕ 36 %	**25.**
200+(200×10%)=220	200 ⊗ 10 %	**220.**
500−(500×20%)=400	500 ⊗ 20 %	**400.**
4²=(4²)²=4096	4 ⊗ ⊕ ⊕ ⊕	**4096.**
1/8=0.125	8 ⊕ ⊕	**0.125**
25÷5 =125	CM 25 ⊕ 5 M+	**M 125.**
−) 84÷3 =28	84 ⊕ 3 M−	**M 28.**
+) 68÷17=85	68 ⊕ 17 M+	**M 85.**
182	RM	**M 182.**
√25−9=4	25 ⊕ 9 ⊕ √	**4.**
1234567890×145	1234567890 ⊗	ERR
=179012344050	145 ⊕	**17.90123440**
	C•CE	**17.90123440**
	(17.90123440×10¹⁰=179012344000)	

Currency/Unit Conversion Mode

1. Setting a currency rate

1. Press CALC/CONV several times to display the currency conversion mode screen (refer to "Calculator mode").
   Example: 1 CAD (Canada dollars) = 0.66 USD (US dollars)

   EURO → USD
   0.

2. Press NEXT NEXT NEXT to change the display and press SHIFT SET. The initial character of "CAD" starts to flash.
   • You can change each currency name by entering characters (up to 4 in each) and using ▶, if needed.
3. Press ENTER. "0" starts to flash.
4. Enter the rate (up to 10 digits).
   0.66

   CAD → USD
   0.66

5. Press ENTER to store in the memory.

2. Converting currency/unit

You need to set the conversion rate before making the currency conversion.
Example: Convert 500 CAD into USD using the rate that you have set.
1. Display the screen: "CAD → USD".
2. Enter the value to be converted.
   500
3. Press ▶ to convert CAD into USD.
   • To convert in reverse order (e.g. 200 USD into CAD), enter **200** and press ◀.

   CAD → USD
   330.

   • You can use the unit conversion in the same manner. You cannot change the units or the rates for units.
   • The conversion result may have a slight error as a result of rounding off the number (e.g. up to 2 decimal places for currency conversions). Use the conversion result for reference.

Game Mode

Press GAME to play the game "ALPHA ATTACK".

ALPHA ATTACK
Type in characters (A to Z, 0 to 9) displayed on the 1st line to clear them. The game is divided into 20 levels in speed.

1. Press GAME to display the following Game mode screen.

   ALPHA ATTACK
   0.1   ← Level

2. Enter the level number (2 digits from 01 to 20).
   • 01: slow, 20: fast
3. Press ENTER to start a game.

   EY3KW
   0 1

4. Press the same key as the first character at the left end of the 1st line. (In this case, press keys in the order: E → Y → 3 → K → W.)
   • Pressing the correct key in the correct order deletes the character.
   • When 12 characters are displayed in each level, the game continues in the faster level (up to 20).
   • When no more characters can be displayed, the game is over. The Game mode screen with the level when the game is over is displayed.

Memory Storage

1. Checking memory storage

1. Press TEL, SCHEDULE, or MEMO to display "NAME?", "SCHEDULE?", or "MEMO?".
2. Press SHIFT M•CK.
   The number of remaining bytes is displayed briefly.

   CAPACITY
   6 2 5 4

Notes
• The Organizer can store up to 34070 bytes in the memory (excluding the Calculator mode memory).
• 1 byte is required per character (in the 1st line) for telephone, schedule, and memo entries.
• 1 byte is required for 2 digits in the number part (in the 2nd and the 3rd lines) of telephone and memo entries. (When there is an odd number of digits in a number entry, the last digit occupies 1 byte.)

• In addition to the memory size for characters (in the 1st line) and numbers (in the 2nd and the 3rd lines), each entry requires the following memory size:
   Telephone entry ..... 5 bytes
   Schedule entry .... 8 bytes (including date and time)
   Memo entry .... 3 bytes

2. Deleting all the memory contents

Perform steps 2 and 3 as described in the section, "Using the Organizer for the First Time".
• To cancel the deletion operation, press C•CE instead of SHIFT ENTER in step 3.

Secret Function

1. Registering a password and storing secret entries

Up to 6 characters can be registered as the password.
• One password is valid for Telephone, Schedule, and Memo modes.

If the password is forgotten, you cannot delete the password only. You have to delete all the memory contents. (Perform steps 2 and 3 as described in the section, "Using the Organizer for the First Time".) As a safeguard, make a written record of the password.

Registering a password
1. Press TEL, SCHEDULE, or MEMO to display "NAME?", "SCHEDULE?", or "MEMO?".
2. Press SECRET.

   PASSWORD?

3. Enter the password (case sensitive), e.g. **ABC**.
4. Press SECRET to register it.
   • The display returns to the screen in step 1 with the symbol "⚷".
   • If "ERROR!" appears briefly, a password has already been registered. Enter the correct password or delete the password and all the memory contents.
5. Press SECRET SECRET to turn Secret function on. "⚷" disappears.

Storing secret entries
1. Enter characters in Telephone, Schedule, or Memo mode when "⚷" is not displayed (Secret function is on).
   • When "⚷" is displayed, press SECRET SECRET to turn Secret function on.
2. Press SECRET before pressing ENTER to store. "⚷" appears.
3. Press ENTER to store a secret entry in the memory.
   • "STORED!" appears briefly, and the display returns to the mode screen without "⚷" (Secret function is on).
   • You cannot display the secret entry until you turn Secret function off.

2. Turning Secret function on and off

When Secret function is on, "⚷" is not displayed.
   • You can display, edit, or delete entries except secret entries.
   • You can enter new entries as secret or non-secret.
When Secret function is off, "⚷" is displayed.
   • You can display, edit, or delete secret entries only. (You cannot display non-secret entries.)
   • You cannot enter a new entry.

Turning Secret function off
1. Press TEL, SCHEDULE, or MEMO and check that "⚷" is not displayed.
2. Press SECRET. "PASSWORD?" is displayed.
3. Enter the password and press SECRET.
   • "⚷" is displayed and you can display secret entries.
   • If you enter an incorrect password, "ERROR!" appears briefly. Follow the above steps and enter the correct password.
   • Even when Secret function is turned off, it will be automatically turned on ("⚷" will disappear):
      A) when you press GAME, CLOCK, or CALC/CONV,
      or B) after the power is turned off manually or automatically.

Turning Secret function on
1. Press TEL, SCHEDULE, or MEMO and check that "⚷" is displayed.
2. Press SECRET.
   The password is displayed. Memorize it again.
3. Press SECRET again.
   "⚷" disappears and you cannot display secret entries.

3. Changing the password

1. Turn Secret function off ("⚷" appears).
2. Press SECRET. The password is displayed.
3. Press EDIT.
   The initial character of the password starts to flash.
4. Enter, or edit characters and make a new password.
5. Press SECRET. The new password is now registered.

Caring for Your Organizer

• Do not carry the Organizer in the back pocket of slacks or trousers.
• Do not drop the Organizer or apply excessive force to it.
• Do not subject the Organizer to extreme temperatures.
• Since this product is not waterproof, do not use it or store it where fluids can splash onto it.
• Clean only with a soft, dry cloth.
• Use only a SHARP approved service facility.

Replacing Battery

Battery used

Type	Model	Quantity
Lithium battery	CR2025	1

• *Improper replacement of the battery may change or lose the memory contents.*
• *Be sure to write down any important information stored in the memory before replacing the battery.*
• *Make sure the power is turned off before replacing the battery.*
• *Do not press ON until the battery replacement procedure is completed.*

• *Do not use a metallic object to pry out the battery. The Organizer will be subjected to an electrical shock and all the memory contents will be cleared.*
• *Complete the replacement of the battery within 1 minute, otherwise all the memory contents may be cleared.*

1. Press OFF/ON to turn the power off.
2. Loosen the screw and remove the battery holder cover on the back of the unit. (Slide the cover off.)
3. Remove the exhausted battery by prying it out from the holder with the corner of the holder cover. (Fig. 1)
4. Install a new battery with the positive side (+) facing up into the holder.

   Fig. 1

5. Replace the holder cover and secure it with the screw.
6. Press OFF/ON to turn the power on.
   • If nothing appears on the display, press the RESET switch and press C•CE.
   • Do not press SHIFT ENTER. Pressing SHIFT ENTER clears all the memory contents.
7. Set the clock.

1. Precautions

Since improper use of the battery may cause leakage or explosion, strictly observe the following instructions.
• Insert the battery with the positive side (+) correctly facing up.
• Never throw the battery into a fire because it might explode.
• Keep the battery out of the reach of children.
Because the battery in the Organizer was installed at the factory, it may become depleted before the specified expiration time is reached.

2. Battery replacement

If the display becomes dim and difficult to read, immediately replace the battery with a new one. Continued use of the Organizer with an exhausted battery can alter or clear the memory contents.

Specifications

• **Model:** EL-6800
• **Product name:** Electronic Organizer
• **Display:** 3 lines of 12 digits
• **Memory capacity:** 34070 bytes
• **Clock mode:**
   Accuracy: ± 60 seconds/month at 25°C/77°F
   Display: Year, month, day, day of the week, hour, minute, second, AM/PM
   Clock function: 12-hour/24-hour format (switchable), 3 kinds of date type (switchable), world clock function, daylight saving time (summer time) display, daily alarm, hourly alarm
• **Telephone mode:** Entering and recalling of telephone entry (name, address, E-mail address, and phone number)
• **Schedule mode:** Entering and recalling of schedule entry (details, year, month, day, hour, and minute), schedule alarm
• **Memo mode:** Entering and recalling of memo entry
• **Calculator mode:** 10 digits (with calculation status symbols), arithmetical calculations, percentage, square root, memory calculation, etc.
• **Currency/unit conversion mode:** 5 kinds of currency conversion (editable) and 9 kinds of unit conversion
• **Game mode:** 1 game

• **Power consumption:** 0.003 W
• **Operating temperature:** 0°C to 40°C (32°F to 104°F)
• **Power supply:** 3V ⎓ (DC), lithium battery CR2025 × 1
• **Auto-power off:** Approx. 7 minutes
• **Battery life:** Approx. 2 years at ambient temperature of 25°C/77°F, assuming the following daily use: 30 minutes display, alarm sounding for 20 seconds and key touch tone turned on/off 100 times.
• **Weight (including battery):** Approx. 90 g (0.198 lb.)
• **Dimensions:**
   Open:
   125.0 mm (W) × 168.5 mm (D) × 8.3 mm (H)
   4-29/32" (W) × 6-5/8" (D) × 5/16" (H)
   Closed:
   125.0 mm (W) × 86.3 mm (D) × 12.0 mm (H)
   4-29/32" (W) × 3-13/32" (D) × 15/32" (H)
• **Accessories:** 1 lithium battery (installed), operation manual

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SHARP

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